

Tiverton Junior Basketball League Rules

Game Play

- In the event of a snow day/cancellation, the game/games will be moved to the next available scheduled day.
- NFHS rules are utilized except where described or clarified below.
- A Division, Sr Coed will use a 29.5" basketball. C Division, Senior girls, Junior girls will use a 28.5" basketball. Instructional League, D League, Rookie girls will use a 27.5" basketball.
- Players must not wear any jewelry, watches or wristbands.
- Players MUST BE in FULL TJBL uniform (short and shirt).

All Divisions

- TWO Timeouts per half resetting at the half with no carry over. One additional timeout for each overtime. Overtime timeouts will only carry over during playoffs.
- All games will consist of four (4) six-minute periods, with STOP clock.
- STOPPAGE – The clock stops on ALL WHISTLES.
- Bonus free throws. Two foul shots awarded on the 5th team foul of each quarter. Team fouls reset to zero at the end of each quarter. If overtime is needed all fouls will carry over from the 4th period to overtime.

A Division and Senior Girls

- No full court defense (press) when a team is ahead by 15 or more points.

B Division and Junior Girls

- No full court defense (press) when a team is ahead by 10 or more points

Tiverton Junior Basketball League Rules

C Division and Rookie Girls

- No Full court defense (press) when a team is ahead by 10 or more points.
- Full court defense (press) is only allowed in the final two minutes of the 2nd quarter and final three minutes of the 4th quarter when the score allows. Full court press is allowed in overtime periods.
- Foul shots may be attempted from the 14' foul line or the regular 15' foul line. When a player shoots from the 14' line the shooter is not allowed to be the first player to secure control of the ball, EVEN if it is tipped or touched by another player. If this occurs it is a violation and the opposing team receives possession. NFHS rules apply to all foul shots taken from the 15' line.

Overtime

In the event of a tie at the end of regulation, a (3) minute OT period with running time for the first (2) minutes. The last minute will be **STOP CLOCK ON ALL WHISTLES**. Overtime will be played during the regular season only if time remains before the start of the next game. Directors and/or Senior Official will make the decision on overtime.

Coaches / Score Table

- Each team is allowed two coaches on their bench. No coaching is allowed in front or back of the scorer's table. All coaches must stay within the confines of the coaching box.
- Only the head coach is allowed to stand during game.
- No other individuals are allowed in the bench area.
- Each team must provide an adult to maintain the scorebook and clock during each game.
- Games will NOT start until a scorer and clock attendant is in place.

Tiverton Junior Basketball League Rules

Fouls

- Bonus Free Throws. Two foul shots are awarded on the 5th (fifth) team foul per quarter. Team fouls reset at the end of each quarter. Fourth quarter team fouls carry over into OVERTIME and each subsequent OVERTIME period.
- A Technical Foul counts as a personal foul and a team foul. A delay of game Technical Foul counts as only a team foul.
- Five personal fouls result in disqualification from the game.
- A player or coach who earns two Technical Fouls in a single game or an ejection by a referee will result in an automatic one game suspension for that individual for the next game. The President and Vice President have the right to enforce.
- All Technical Fouls and ejections must be reported to their division director. Failure to notify the director may result in additional penalties.

Competition

In order to ensure fair competition and playing time for all participants, the following rules apply:

Each player must play 2 (two) full quarters from start to finish. Exceptions may only be granted in the event of illness or injury during a game and must be communicated to the opposing coach and referee. In the event of illness or injury, the coach may replace the player with a player of his choice.

Competition C Division Only

Each player must play 2 (two) full quarters and sit 1 (one) full quarter with 7 (seven) or more players. Teams with 6 (six) players, the

Tiverton Junior Basketball League Rules

opposing team's coach will designate a player to sit one of the first 4 (four) quarters.

Playoffs

There will be no standings recorded throughout the season. Playoffs seeds will be determined by a random draw. All playoffs will be double elimination.